

1988 already, and issue 5 of the O.U.M. What's in it ? Well, just about everything. There are reviews, tips & hints, pokes, a word search, a map, book review, and more, including a full review of the adventure writing system The Quill. This issue is so packed full that we can't fit in a cover this month, and there's improved printing, so get stuck in.

Arcade action...Arcade action...Arcade action...Arcade action...Arcade action.

Game: A.T.M.
Supplier: Cobrasoft
Price: £ 7.95 / £ 12.95 (cass/disk)

A.T.M. is a French game and stands for Aer Terre Mer. Before you start getting out French dictionarys I'll tell you that that means Air, Land, Sea.

Scene 1, Air: You are in a futuristic plane and find yourself scrolling across the screen. Air balloons fly towards you, if they touch you then you die. If you shoot them down then they fall to the floor, they then use a rocket and fire many bullets you, not easily avoided.

Scene 2, Land: You now have somehow got yourself into a tanks, and now the enemy come in the form of planes bomb. You must shoot up at these and ahead at the rocks that you are approaching.

Scene 3, Sea: This scene never ends, so the aim is just to keep going. In this final scene you are in a submarine and must shoot the other subs coming at you, dodge the spiky floor and items falling into the sea such as cans and bombs.

There is also a refueling stage which includes more blasting and dodging, which I've never completed.

The title screen is large, detailed and very well presented. The land scene is the best and sound effects are quite good, this game is fairly satisfying and arcade addicts should get this.

Graphics: 8 Sound: 7 Addictiveness: 7 Overall: 7

If you have bought a good/terrible game then write to us telling us what game it is and with a review, and you may get it printed. Please include details of the price, supplier, compatability, sound, graphics, and all the over grades.

If you want/have tips or hints, pokes or dokes, maps, listings, letters, comments, or any other contribution then please send them up, or maybe you could sent up your top 5 games list. All contributions are gratefully received, except the criticisms.

Issue 6 costs 55p and send an A5 s.a.e with it please, to:
Oric User Monthly, 10 Thomson Ave, Kings Norton, B'ham, B38, 8YD.
Orders by the 21st of January please.
Back issues are available for 60p, and subscriptions cost £2.75 or £5.50 outside the U.K. This lasts for 5 issues, and readers will be alerted when there subscriptions are near an end.

JANUARY 1988 ISSUE 5 BY R. COOK.

Here is a wordsearch to puzzle you, the words to find are below on the right.

O P A C I R O H I A C E Z
 Z M X L F E G J C B F I O
 P L A C A T M O S G H J R
 W B T A D U K L A T K L G
 A R N D O R M N V A M N O
 R S Y Q P M B D E R O P N
 D I S K E Y F G I T W Y S
 T U V M F Q R H X S Z P R
 W Q U I L L O L Q E S L E
 Y S R P A M S P X L M N V
 K E Y B O A R D D E E A E
 V B P X M T U C B T G Q N
 O N W L U S E F L C S F G
 T I B B C H S L V T A P E

Oric Return Disk Syntax Atmos
 Draw Cload Csave Verify Zorgons-
 -revenge Keyboard Xenon
 Telestrat Quill Hobbit Curor
 O.U.M. Tape

It should take you about 4 or 5 minutes, any better than 2 minutes is cheating!

Pokes & tips, Dokes & hints.

Dave Williams has sent us this poke for Manic Minor, thanks Dave.

Manic minor: Dokes ~~#683~~, ~~#~~ EAEA

He also wants pokes for Scuba dive, Gravitor, and Ratsplat.

Robert Bray has sent yet more infinite lives pokes, thanks Robert.

Ultima zone: Place the cassette in the recorder and press the fastforward button to wind it past the " " and "B" files. The "C" file runs automatically so it would have to be loaded without autorun.

Now enter :- POKE 10704,173
 POKE 14841,173
 CALL 1536 to start the game.

If you have trouble getting any of these to work, please write to me stating your machine or problem, and we'll try to help.

F.G.C are selling well now with their new cheap prices, and have already used up all of their stocks on certain titles. They have asked me to remind readers about their price list after christmas when their games will be sold at clearance prices. So save a few pennies for a game or two after all your christmas shopping, if you have a penny left, that is. (I won't.)

Advertising is free, so what have you got to sell, swop, or buy ?

Pete Coole wants to know where he can obtain a copy of Warp 1, any offers ?

Charts: Compiled by readers.

- 1) Zorgons revenge I.J.K.
- 2) Xenon 3 I.J.K.
- 3) Damsel in Distress I.J.K.
- 4) Defence Force Tansoft
- 5) Karate Gazoline (F)
- 6) The Hellion Orpheus
- 7) Maze Rally F.G.C.
- 8) Classic Racing Salammander
- 9) Fireflash No mans land
- 10) Tendre poulet Sprites (F)
- 11) Zebbie I.J.K.
- 12) Xenon 1 I.J.K.
- 13) Manic Minor Software Projects
- 14) Snake Venom F.G.C.
- 15) Frelon (hornet) Loriciels (F)
- 16) Ultima Zone Tansoft
- 17) Chuckford F.G.C.
- 18) Lone Raider Severn
- 19) Draculas' revenge Softek
- 20) Ice Giant Softek

TOP 20

CHARTS

Comment: For the first time Xenon 3 has been knocked off the top spot. There are also three new entries, Chuckford, Draculas' revenge and Ice Giant. Please keep sending up the lists.

Game: Gubbie
Supplier: I.J.K.
Price: £7.50

Gubbie is a square-ish man with no arms, well at least it's original. You control him via joystick or keyboard to run around a maze with monsters hot in pursuit. Your mission is to collect bags of loot, some creatures aren't too bad, like the tax-men, but the terrible twins, talk about fast... You see them for a second and blam, they've got you. You have a magic spray to stop them, but often trap yourself in too. It is a scrolling game, with smooth scrolling. You move too fast so it's a little hard to control, often dashing straight past the entrance that you want to enter. The graphics are smooth and the sound, well apart from a small little tune at the start there is hardly any. This is quite a good game, although a little overpriced.

Graphics: 7 Sound: 3 Addictiveness: 7 Overall: 7

Pokes: Zebbie : DOKE#338D, #EAEA : POKE#13FE, #EAEA : The Hellion
 DOKE#338F, #EAEA : DOKE#13FF, #EAEA

ok: Exploring Adventures On The Oric 48K
Price: £ 6.95

This book is wrote by Peter Gerrard and is perfect for the adventure enthusiast. It introduces you to adventures, give you tips on them, writing them, then you shows you how to write a fairly good one. It also includes three adventure games for you to type in, however they would take at least an hour or two to type in. I typed one in, after I eventually typed it in and de-bugged my typing errors, I tried it. It was Underground Adventure and wasn't too bad, although I was a little fed up of seeing the keyboard after hours of typing. It often talks about games not released for the Oric, but doesn't stray too far. The book is nicely presented and isn't too hard to follow, it's friendly and tells you about user groups. With this book you could quite easily learn to make a small BASIC adventure game.

Confusement: 4 Friendliness: 8 Overall: 8

W.E. software and most goodbookshops sell this and many other books.

Quill.....Quill.....Quill.....Quill.....Quill.....Quill.....Quill.....

Utility: The Quill
Supplier: Gilsoft
Price : £ 16.95 , £ 9.50 in F.G.C. price list.

The Quill is made up of three parts, one to contain all the information relevant to an adventure, a section for you to be able to look at or change parts of an adventure, or to make it. The third parts is used to run the adventure.

The adventure comes with a manual and large casing, it isn't easy to use but you eventually get to know what your game is doing and how it's coming along.

You first draw the map on paper, type in directions, etc. Then down to the main part. You type in all locations descriptions, example: "You are in a house, doors lead east and west and there is a box on the floor!" There are example location descriptions if you want to practice. Then you type in the objects and how they are brought into the game, example, found or made. You can then use different colours in different descriptions or words. Then you decide where the objects will be in the adventure, you then check out the adventure so that you've made no mistakes so far. You then type in the vocabulary and other words which do the same and how they are used, etc. Synonyms' are also included. You then learn how to use GET, DROP, EAT, WEAR, REMOVE, INVENT, LIGHT, and other simple words. You learn errors, like: "I can't do that.". You then use score, turns so far, quit, ending the game, etc. Objects being destroyed or eaten, sound effects, more about maps and flow charts, and a few finishing touches.

The Quill has been used to make several good adventures and this is an excelent package, well worth the money. Well done Gilsoft!
Rating: 9 out of 10.

Next Month: More tips, reviews, pokes, helpline, charts, and the usual other items. I now need a rest after this jam-packed adventurefilled, arcadefilled, issue. Goodbye 'till next month and happy new year and thanks to everyone who sent me christmas cards, keep sending the tips.....!